

1990-1991		1991-1992		1992-1993		1993-1994		1994-1995		1995-1996		1996-1997		1997-1998		1998-1999		1999-2000		2000-2001		2001-2002		2002-2003		2003-2004		2004-2005		2005-2006		2006-2007		2007-2008		2008-2009		2009-2010		2010-2011		2011-2012		2012-2013		2013-2014		2014-2015		2015-2016		2016-2017		2017-2018		2018-2019		2019-2020		2020-2021		2021-2022		2022-2023		2023-2024		2024-2025		2025-2026		2026-2027		2027-2028		2028-2029		2029-2030		2030-2031		2031-2032		2032-2033		2033-2034		2034-2035		2035-2036		2036-2037		2037-2038		2038-2039		2039-2040		2040-2041		2041-2042		2042-2043		2043-2044		2044-2045		2045-2046		2046-2047		2047-2048		2048-2049		2049-2050		2050-2051		2051-2052		2052-2053		2053-2054		2054-2055		2055-2056		2056-2057		2057-2058		2058-2059		2059-2060		2060-2061		2061-2062		2062-2063		2063-2064		2064-2065		2065-2066		2066-2067		2067-2068		2068-2069		2069-2070		2070-2071		2071-2072		2072-2073		2073-2074		2074-2075		2075-2076		2076-2077		2077-2078		2078-2079		2079-2080		2080-2081		2081-2082		2082-2083		2083-2084		2084-2085		2085-2086		2086-2087		2087-2088		2088-2089		2089-2090		2090-2091		2091-2092		2092-2093		2093-2094		2094-2095		2095-2096		2096-2097		2097-2098		2098-2099		2099-2100		2100-2101		2101-2102		2102-2103		2103-2104		2104-2105		2105-2106		2106-2107		2107-2108		2108-2109		2109-2110		2110-2111		2111-2112		2112-2113		2113-2114		2114-2115		2115-2116		2116-2117		2117-2118		2118-2119		2119-2120		2120-2121		2121-2122		2122-2123		2123-2124		2124-2125		2125-2126		2126-2127		2127-2128		2128-2129		2129-2130		2130-2131		2131-2132		2132-2133		2133-2134		2134-2135		2135-2136		2136-2137		2137-2138		2138-2139		2139-2140		2140-2141		2141-2142		2142-2143		2143-2144		2144-2145		2145-2146		2146-2147		2147-2148		2148-2149		2149-2150		2150-2151		2151-2152		2152-2153		2153-2154		2154-2155		2155-2156		2156-2157		2157-2158		2158-2159		2159-2160		2160-2161		2161-2162		2162-2163		2163-2164		2164-2165		2165-2166		2166-2167		2167-2168		2168-2169		2169-2170		2170-2171		2171-2172		2172-2173		2173-2174		2174-2175		2175-2176		2176-2177		2177-2178		2178-2179		2179-2180		2180-2181		2181-2182		2182-2183		2183-2184		2184-2185		2185-2186		2186-2187		2187-2188		2188-2189		2189-2190		2190-2191		2191-2192		2192-2193		2193-2194		2194-2195		2195-2196		2196-2197		2197-2198		2198-2199		2199-2200		2200-2201		2201-2202		2202-2203		2203-2204		2204-2205		2205-2206		2206-2207		2207-2208		2208-2209		2209-2210		2210-2211		2211-2212		2212-2213		2213-2214		2214-2215		2215-2216		2216-2217	
-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--	-----------	--

40

```

/*****
***
* Includes
5 */
#include <stdlib.h>
#include <string.h>
#include <bstring.h>
#include "global.h"
10 #include "xprintf.h"
#include "basictypes.h"

/*****
***
15 * Defines
*/

#define MAX_BITS_PER_CODE 14      /* The size of each code, 9 to 15 bits */

20 /* total number of codes in the dictionary */
#define MAX_CODES (1 << MAX_BITS_PER_CODE)

/* this code is reserved for 'null code', also used as 'EOF code' */
#define NULL_CODE (256)
25 /* number of predefine codes representing 2 .. 64 zeros
* these codes are codes 257 .. (257+NUM_ZERO_CODES-1)
*/
#define NUM_ZERO_CODES (63)
30 /* the first code to be dynamically defined in run time */
#define FIRST_USER_CODE (256 + 1 + NUM_ZERO_CODES)

/* the last user code to be dynamically defined in run time */
35 #define LAST_CODE (MAX_CODES - 1)

```

```

/*****
***
* Typedefs
5 */

// A code is used to represent a string of bytes. If a code (e.g., the
// first 256 codes) represents only one byte, its prefixCode will be
// NULL_CODE, indicating
10 // that there is no prefixCode. For example, if code x represents 'T',
// code y represents 'TH', and code z represents 'THE', the codeDef of these
// codes would have been:
// x: prefixCode[x] = NULL_CODE
//   appendCode[x] = 'T'
15 // y: prefixCode[y] = x
//   appendCode[y] = 'H'
// z: prefixCode[z] = y
//   appendCode[z] = 'E'
// The EOF code will be NULL_CODE, which requires special processing
20 // NULL_CODE: prefixCode = NULL_CODE
//   appendCode = NULL_CODE
//
// For LZWK, we can append any code with another code. (e.g., if
// code x = "XYZ", code for "XYZXYZ" can be
25 // coded as prefixCode = x, appendCode = x.) This way, we can represent
// repeating patterns better.
//
//
// The definitions of all possible codes are stored in the following arrays.
30 // The definitions of the codes are sometimes referred to as the 'dictionary'
// The first 256 codes is reserved for the 256 possible values in a byte.
// because of the nature of the MIB, long strings of 0's is likely to occur,
// we also pre-define these codes in the dictionary:
// code (NULL_CODE) is reserved for NULL code and EOF code
35 // code 257: represents 2 bytes of zeros
// code 258: represents 3 bytes of zeros
// code 259: represents 5 bytes of zeros
// code 260: represents 6 bytes of zeros
// code 261: represents 7 bytes of zeros
40 // code 262: represents 8 bytes of zeros
// code 263: represents 9 bytes of zeros
// code 264: represents 10 bytes of zeros
// code 265: represents 11 bytes of zeros
// code 266: represents 12 bytes of zeros
45 // code 267: represents 13 bytes of zeros

```

```

// .
// .
// .
// code FIRST_USER_CODE) through (LAST_CODE) is dynamically assigned
5 //
// The following type is used to define a table which stores the
// definitions of all codes.
// myCode is not needed for compression. It's just for debugging.
//
10 typedef struct {
    U16T myCode; // for easier debugging
    U16T prefixCode; // what code is this code is built on (parent code)
    U16T appendCode; // the additional string on top of prefixCode
15 U16T siblingCode; // other codes that have the same parent code
    U32T codeSize; // length of the string represented by this code
    U8T * codeStrP; // address of a string represented by this code
    U16T childCode[16]; // codes that build on this code
} CodeDefT;
20

```

```

/*****
***
* Static Data
*/
5
// The dictionary definition. Stores the definition of each code.
CodeDefT CodeDefTbl[MAX_CODES];

// Some constant tables
10 const U8T zeroBytes[NUM_ZERO_CODES+1] = {0};

const U8T byteVals[256] = {
    0x00, 0x01, 0x02, 0x03, 0x04, 0x05, 0x06, 0x07,
    0x08, 0x09, 0x0A, 0x0B, 0x0C, 0x0D, 0x0E, 0x0F,
15 0x10, 0x11, 0x12, 0x13, 0x14, 0x15, 0x16, 0x17,
    0x18, 0x19, 0x1A, 0x1B, 0x1C, 0x1D, 0x1E, 0x1F,
    0x20, 0x21, 0x22, 0x23, 0x24, 0x25, 0x26, 0x27,
    0x28, 0x29, 0x2A, 0x2B, 0x2C, 0x2D, 0x2E, 0x2F,
    0x30, 0x31, 0x32, 0x33, 0x34, 0x35, 0x36, 0x37,
20 0x38, 0x39, 0x3A, 0x3B, 0x3C, 0x3D, 0x3E, 0x3F,
    0x40, 0x41, 0x42, 0x43, 0x44, 0x45, 0x46, 0x47,
    0x48, 0x49, 0x4A, 0x4B, 0x4C, 0x4D, 0x4E, 0x4F,
    0x50, 0x51, 0x52, 0x53, 0x54, 0x55, 0x56, 0x57,
    0x58, 0x59, 0x5A, 0x5B, 0x5C, 0x5D, 0x5E, 0x5F,
25 0x60, 0x61, 0x62, 0x63, 0x64, 0x65, 0x66, 0x67,
    0x68, 0x69, 0x6A, 0x6B, 0x6C, 0x6D, 0x6E, 0x6F,
    0x70, 0x71, 0x72, 0x73, 0x74, 0x75, 0x76, 0x77,
    0x78, 0x79, 0x7A, 0x7B, 0x7C, 0x7D, 0x7E, 0x7F,
    0x80, 0x81, 0x82, 0x83, 0x84, 0x85, 0x86, 0x87,
30 0x88, 0x89, 0x8A, 0x8B, 0x8C, 0x8D, 0x8E, 0x8F,
    0x90, 0x91, 0x92, 0x93, 0x94, 0x95, 0x96, 0x97,
    0x98, 0x99, 0x9A, 0x9B, 0x9C, 0x9D, 0x9E, 0x9F,
    0xA0, 0xA1, 0xA2, 0xA3, 0xA4, 0xA5, 0xA6, 0xA7,
    0xA8, 0xA9, 0xAA, 0xAB, 0xAC, 0xAD, 0xAE, 0xAF,
35 0xB0, 0xB1, 0xB2, 0xB3, 0xB4, 0xB5, 0xB6, 0xB7,
    0xB8, 0xB9, 0xBA, 0xBB, 0xBC, 0xBD, 0xBE, 0xBF,
    0xC0, 0xC1, 0xC2, 0xC3, 0xC4, 0xC5, 0xC6, 0xC7,
    0xC8, 0xC9, 0xCA, 0xCB, 0xCC, 0xCD, 0xCE, 0xCF,
    0xD0, 0xD1, 0xD2, 0xD3, 0xD4, 0xD5, 0xD6, 0xD7,
40 0xD8, 0xD9, 0xDA, 0xDB, 0xDC, 0xDD, 0xDE, 0xDF,
    0xE0, 0xE1, 0xE2, 0xE3, 0xE4, 0xE5, 0xE6, 0xE7,
    0xE8, 0xE9, 0xEA, 0xEB, 0xEC, 0xED, 0xEE, 0xEF,
    0xF0, 0xF1, 0xF2, 0xF3, 0xF4, 0xF5, 0xF6, 0xF7,
    0xF8, 0xF9, 0xFA, 0xFB, 0xFC, 0xFD, 0xFE, 0xFF
45 };

```

```

/*
=====
5  * Function Name:    Send
  *
  * Description:
  *    Send up to 32 bits of data into a memory string.
10  *    sending from least significant bit before MSb
  *    starting from lower address byte toward higher address byte
  *
  * Inputs:
  *    fBits: the data
15  *    fNumBits: how many bits to send
  *    fBytePP: pointer to the pointer of where to store the data
  *    fNextBitPos: pointer to the data for bit position of where to store
  *
  * Outputs:
20  *    none
  *
  * Callable From:    any task
  *
  * Reentrant:    Yes
25  *
=====
  */
30 PRIVATE void Send (
    U32T fBits, // up to 32 bits of data, transmitted from LSb to MSb
    U32T fNumBits, // 1 .. 32
    U8T ** fBytePP,
    U32T * fNextBitPos // 0 => LSb, 7 => MSb
35 )
{
    register U32T BitsVal /* = fBits */;
    register U32T NumBits /* = fNumBits */;
    register int BitsSent;
40    register U8T ByteVal;
    register int NextBitPos;

    BitsVal = fBits;
    NumBits = fNumBits;
45    NextBitPos = (*fNextBitPos);

```

```

while (NumBits) {
    // decide how many bits to send this time
    BitsSent = 8 - NextBitPos;
    if (NumBits <= BitsSent)
5       BitsSent = NumBits;

    // extracts and copy the bits to be sent this time
    ByteVal = (U8T) (BitsVal & ((1 << BitsSent) - 1));
    if (NextBitPos == 0)
10       (**fBytePP) = ByteVal;
    else
        (**fBytePP) += ByteVal << NextBitPos;

    // adjust BitsVal, NumBits, NextBitPos, and *fBytePP
15     BitsVal = BitsVal >> BitsSent;
    NumBits -= BitsSent;
    NextBitPos += BitsSent;
    if (NextBitPos >= 8) {
        NextBitPos = 0;
20       (*fBytePP)++;
    }
}
(*fNextBitPos) = NextBitPos;
}
25

```

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

25

1. The first step is to identify the problem or question that needs to be answered. This involves understanding the context and the specific requirements of the task.

```
PRIVATE U32T Receive ( // returns up to 32 bits of data,
    U32T fNumBits, // 1 .. 32
    U8T ** fBytePP,
    U32T * fNextBitPos // 0 => LSb, 7 => MSb
)
```

```
35     register U32T BitsVal;
        register int  ShiftBits;
        register U8T  *ByteP = *fBytePP;
```

```
40    ShiftBits = (*pNextBitPos);
    BitsVal = ( ( ( (U32T) (*ByteP++) ) ) +
                ( ( (U32T) (*ByteP++) ) << 8) ) >> ShiftBits;
    ShiftBits = 16 - ShiftBits; // The number of bits we've got so far
```

```
45 while (fNumBits > ShiftBits) {
```



```

        BitsVal += ((U32T) (*ByteP++)) << ShiftBits;
        ShiftBits += 8;
    }

5   BitsVal = BitsVal & ((1 << fNumBits) - 1);

    // adjust *fBytePP and *fNextBitPos
    (*fNextBitPos) += (fNumBits & 7);
    (*fBytePP) += (fNumBits >> 3) + ((*fNextBitPos) >> 3);
10  (*fNextBitPos) = (*fNextBitPos) & 7;

    return BitsVal;

    }
15

```

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```

/*

=====
5  * Function Name:   FindBestFamilyMember
  *
  * Description:
  *   When a string code (fParentCode) matches the input string,
10  *   this routine is called to
  *   find the best (longest) match code in the input dictionary
  *   that matches the input string.
  *   This routine searches all the children of fParentCode to see if
  *   any one of them matches better than fParentCode. If so, the best
15  *   matched code and the string size of the code is returned.
  *   Otherwise, fParentCode and its string size is returned.
  *
  *   Note:
  *   The parent code must not be NULL_CODE
20  *   The parent code should already match the input string prior
  *   to the entry of this routine
  *   The fInputStrP is the address of the string, including parent string
  *   not just the append string of the children
  *   The way code definitions are stored allows us to make the assumption
25  *   that the first child that matches the input string
  *   will be the best-match child among all the children of the same parent.
  *   (see notes at the beginning of this file)
  *
  * Inputs:
30  *   U16T fParentCode, the code that we have found matched
  *   U8T * fInputStrP, pointer to the whole string in the input
  *   int fBytesLeft, bytes left in the whole input
  *
  * Outputs:   the best-match code
35  *
  * Callable From:   anywhere
  *
  * Reentrant:   yes, recursion is OK
  *
40  *
=====
  */
U16T FindBestFamilyMember (
45  U16T fParentCode, /* the code that we have found matched */

```

```

    U8T * fInputStrP, /* pointer to the whole string */
    int fBytesLeft /* bytes left in the whole input */
)
{
5   register U16T myBestCode;
   register int myBestSize;
   register U16T myChild;
   register int myChildSize;
   register U16T childAppendCode;

10  // the parent code has already matched the input string
   // now let's see if any of the children matches better
   //
   // Get the first characters of the remaining string
15  // find the hash index of the character
   // use that hash index to find the first child code of fParentCode
   // if myChild is NULL_CODE, fParentCode is the best match
   // Otherwise, we need do more code-string comparison to find out
   // if any child is the best match
20  //
   // get the first child
   myBestCode = fParentCode;
   myBestSize = CodeDefTbl[myBestCode].codeSize;
   myChild = CodeDefTbl[myBestCode].childCode[HASH_OF(fInputStrP[myBestSize])];

25  // search children and children of children until the best-match is found
   while ( (myChild != NULL_CODE) && (fBytesLeft > myBestSize) ) {

       myChildSize = CodeDefTbl[myChild].codeSize;
30       childAppendCode = CodeDefTbl[myChild].appendCode;

       // if this child of myBestCode matches input string
       // we have found a better than myBestCode
       if ( (myChildSize <= fBytesLeft) &&
35         (memcmp(&(fInputStrP[myBestSize]),
                  CodeDefTbl[childAppendCode].codeStrP,
                  CodeDefTbl[childAppendCode].codeSize) == 0) ) {
           // the first-match child is where we can find the best-match child
           // this is based on the assumption that new children are always
40           // added to the end of the children list in addCodeLZWK
           // see notes in addCodeLZWK for explanation
           myBestCode = myChild;
           myBestSize = myChildSize;
           myChild = CodeDefTbl[myBestCode].childCode[
45             HASH_OF(fInputStrP[myBestSize]) ];
       }
   }
}

```

```
    } else {  
        // else, this child does not match, look at the next child  
        myChild = CodeDefTbl[myChild].siblingCode;  
    }  
5    }  
  
    return (myBestCode);  
    }
```

10

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```

/*
=====
5  * Function Name:   addCodeLZWK
   *
   * Description:
   *   add a new code to the dictionary
10  *
   *   Note:
   *   When adding a child to a family, we always add the new child as the
   *   last child. This will assure us if any child (child A) represent
   *   a string that is a superset of the string represented by
   *   another child (child B), child A will be visited before child B can
15  *   be visited.
   *   With this assumption in mind, our string matching routine do
   *   not have to recursively search the entire family to find the best
   *   match. We only need to find the first-match child, knowing either this
20  *   child, or one of its descendants will be the best-match.
   *
   * Inputs:
   *
   * Outputs:
25  *
   * Callable From:
   *
   * Reentrant:
   *
30  *=====
   */
PRIVATE void addCodeLZWK(
35  U16T fnewCode,
   U8T * fStrP, /* the address of the string represented by this code */
   U32T fCodeSize, /* number of bytes of this string */
   U16T fPrefixCode, /* the parent of this code */
   U16T fAppendCode /* the append code of this code */
40  )
{
   register int index;
   register CodeDefT * myCodeDefP = &(CodeDefTbl[fnewCode]);
45

```

```

// initialize the structure of the new code
myCodeDefP->prefixCode = fPrefixCode;
myCodeDefP->appendCode = fAppendCode;
myCodeDefP->codeStrP = fStrP;
5  myCodeDefP->codeSize = fCodeSize;
   // myCodeDefP->siblingCode = NULL_CODE;    already initialized
//   for (index = 0; index < 16; index++)    already initialized
//       myCodeDefP->childCode[index] = NULL_CODE;

10  // insert the new code to be a child of the parent.
    // the hash index is determined by the first byte of the append code
    // Note: It is important to add this child as the last child
    // FindBestFamilyMember is depending on that assumption
    if (fPrefixCode != NULL_CODE) {
15      register CodeDefT * parentCodeDefP = &(CodeDefTbl[fPrefixCode]);
        register U16T lastChild;
        U16T tempChild;

        index = HASH_OF(fStrP[parentCodeDefP->codeSize]);
20      lastChild = parentCodeDefP->childCode[index];
        if (lastChild == NULL_CODE) { // parent has no child yet
            parentCodeDefP->childCode[index] = fnewCode;
        } else { // parent has other child
            // find the last child in the list
25      while ( (tempChild = CodeDefTbl[lastChild].siblingCode) !=
                NULL_CODE) {
                lastChild = tempChild;
            }
            // add the new child after lastChild as the new last child
30      CodeDefTbl[lastChild].siblingCode = fnewCode;
        }
        myCodeDefP->siblingCode = NULL_CODE;
    }
}
35

```

```

/*

=====
5  * Function Name:    initLZWK
  *
  * Description:
  *    Init process to be done before doing compression/decompression
10 *
  * Inputs:
  *    none
  *
  * Outputs:
15 *    none
  *
  * Callable From:    any task
  *
  * Reentrant: No
20 *

=====

*/
25 PRIVATE void initLZWK(void)
{
    register int index;
    int i;
    register CodeDefT * CodeDefP;
30

    // empty the code definition tables
    for (index = 0; index < MAX_CODES; index++) {
        CodeDefP = &(CodeDefTbl[index]);
35         CodeDefP->myCode = index;
        CodeDefP->prefixCode = NULL_CODE;
        CodeDefP->appendCode = NULL_CODE;
        CodeDefP->siblingCode = NULL_CODE;
        CodeDefP->codeSize = 0;
40         CodeDefP->codeStrP = (U8T*) CodeDefP;
        for (i = 0; i < 16; i++)
            CodeDefP->childCode[i] = NULL_CODE;
    }

45 // Add the first 256 byte codes to the dictionary

```



```

for (index = 0; index <= 255; index++) {
    addCodeLZWK(index, (U8T*) &(byteVals[index]), 1, NULL_CODE, index);
}

5    // The NULL_CODE definition is already initialized

    // for MIB, add these special reserved code to the dictionary:
    // ranging 2 .. (NUM_ZERO_CODES+1) zeros
    addCodeLZWK(257, (U8T *)zeroBytes, 2, 0, 0); // code 257: 2 zeros
10   for (index = 258; index < FIRST_USER_CODE; index++) {
        addCodeLZWK(index, (U8T *) zeroBytes, index-255, index-1, 0);
    }

15 }

```



```

// initialize the dictionary
initLZWK();

5 // initialize bitsPerCode
  bitsPerCode = 9;
  maxCode = 1 << bitsPerCode;

// read the first one-byte code, code1
10 if (inByteCount > 0) {
    code1 = strP1[0];
    codeSize1 = 1;
}

15 while (code1 != NULL_CODE) {
    // Among the descendants of code1,
    // see if we can find a better match of code1
    code1 = FindBestFamilyMember(code1, strP1, inByteCount);
    codeSize1 = CodeDefTbl[code1].codeSize;
20 inByteCount -= codeSize1;

    // output code1
    Send(code1, bitsPerCode, &outArray, &nextBitPos);

25 if (inByteCount > 0) { /* there is more input */
    // now, code1 holds the first best-match string code
    // within the remaining input, get the first byte, and use it to
    // find the next best (longest) match string code, code2
    strP2 = &(strP1[codeSize1]);
30 code2 = (U16T) (strP2[0]);
    code2 = FindBestFamilyMember(code2, strP2, inByteCount);
    codeSize2 = CodeDefTbl[code2].codeSize;

    // now we have best-matched code1 and code2. If dictionary is
35 // not full yet, add the string defined by code1::code2 as a
    // new code to the dictionary
    if (nextCode <= LAST_CODE) {
        addCodeLZWK(nextCode++, strP1, codeSize1+codeSize2, code1, code2);
        /* increment bitsPerCode if necessary */
40 if ((nextCode > maxCode) && (bitsPerCode <
MAX_BITS_PER_CODE)){
        bitsPerCode++;
        maxCode = 1 << bitsPerCode;
        }
45 }
}

```

```

        // get ready for the next iteration
        strP1 = strP2;
        code1 = code2;
5       codeSize1 = codeSize2;
    } else { /* no more input */
        code1 = NULL_CODE;
    }
10    }

    // output the EOF code
    Send(NULL_CODE, bitsPerCode, &outArray, &nextBitPos);

15    if (nextBitPos == 0)
        return (outArray - fOutArray);
    else
        return (outArray - fOutArray + 1);
20    }

```

```

/*

=====
5  =====
   * Function Name:   DecompressLZWK
   *
   * Description:
   *   The LZWK decompression (see notes at the top of this file)
10  *
   * Inputs:
   *   fInArray:      beginning address of the input string
   *   fOutArray      beginning address of the compressed buffer
   *
15  * Outputs:
   *   The byte count of the final decompressed data
   *
   * Callable From:   any Task
   *
20  * Reentrant:  No
   *

=====
25  */
   U32T DecompressLZWK(
       U8T * fInArray, /* pointer to the input byte array */
       U8T * fOutArray /* pointer to the output byte array */
   )
30  {

       U32T bitsPerCode; /* variable code size */
       U32T maxCode;
       U16T code1 = NULL_CODE;
35  U16T code2 = NULL_CODE;
       U32T codeSize1 = 0;
       U32T codeSize2 = 0;
       U8T * strP1;
       U8T * strP2;
40  U16T nextCode = FIRST_USER_CODE; // the next unused code in the dictionary
       U32T nextBitPos = 0; // 0 => LSb, 7 => MSb
       U8T * inArray = fInArray;

45  // initialize the dictionary

```

```

initLZWK();

// initialize bitsPerCode
bitsPerCode = 9;
5  maxCode = 1 << bitsPerCode;

// read the first code, code1;
code1 = Receive(bitsPerCode, &inArray, &nextBitPos);
strP1 = fOutArray;
10  codeSize1 = CodeDefTbl[code1].codeSize;
    if ( (code1 != NULL_CODE) && (code1 < nextCode) ) {
        // output the string represented by code1
        memcpy (strP1, CodeDefTbl[code1].codeStrP, codeSize1);

15        // then read in the second code code2
        code2 = Receive(bitsPerCode, &inArray, &nextBitPos);
    } else { // error case handling
        return 0;
    }

20  while (code2 != NULL_CODE) {
        strP2 = &(strP1[codeSize1]);

        if (code2 < nextCode) {
25            // Normal case: output the string represented by code2
            codeSize2 = CodeDefTbl[code2].codeSize;
            memcpy (strP2, CodeDefTbl[code2].codeStrP, codeSize2);

            // now we have found code1::code2 in the input
            // add it to the dictionary
30            if (nextCode <= LAST_CODE) {
                addCodeLZWK(nextCode++, strP1,codeSize1+codeSize2,code1,code2);
                /* adjust bitsPerCode if necessary */
                if ((nextCode >= maxCode) && (bitsPerCode
35  <MAX_BITS_PER_CODE)){
                    bitsPerCode++;
                    maxCode = 1 << bitsPerCode;
                }
            }

40            // get ready for the next iteration
            strP1 = strP2;
            code1 = code2;
            codeSize1 = codeSize2;
45            code2 = Receive(bitsPerCode, &inArray, &nextBitPos);

```

```

} else if (code2 == nextCode) {
    // special case handling: if we are using the code that just
    // got generated at the data compressor, but not yet
    // generated on the decompression side yet, this code
5    // code2 must represent code1::code1, add code2 to dictionary
    memcpy (strP2, strP1, codeSize1);
    memcpy (&(strP2[codeSize1]), strP1, codeSize1);
    codeSize2 = codeSize1 * 2;
    addCodeLZWK(nextCode++, strP1, codeSize2, code1, code1);
10    /* adjust bitsPerCode if necessary */
    if ((nextCode >= maxCode) && (bitsPerCode < MAX_BITS_PER_CODE)){
        bitsPerCode++;
        maxCode = 1 << bitsPerCode;
    }
15
    // get ready for the next iteration
    strP1 = strP2;
    code1 = code2;
    codeSize1 = codeSize2;
20    code2 = Receive(bitsPerCode, &inArray, &nextBitPos);
} else { // error case handling: undefined code
    return 0;
}
}
25
// output the size of the decompressed data
return (strP1 + codeSize1 - fOutArray);
}
30

```